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JENKENS & GILCHRIST, P.C. 225 WEST WASHINGTON SUITE 2600 CHICAGO, IL 60606			EXAMINER	
			CROSS, ALAN	
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If NO period for reply is specified above, the maximum statutory period will apply and will expire 6 MONTHS from the mailing date of this communication.

U.S. Patent and Trademark Office PTOL-326 (Rev. 08-06)

3) Information Disclosure Statement(s) (PTO/SB/08)

Paper No(s)/Mail Date 9/11/03.

5) Notice of Informal Patent Application

6) Other:

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#### **DETAILED ACTION**

### Information Disclosure Statement

The information disclosure statement filed 9/11/03 fails to comply with 37 CFR 1.98(a)(2), which requires a legible copy of each cited foreign patent document; each non-patent literature publication or that portion which caused it to be listed; and all other information or that portion which caused it to be listed. It has been placed in the application file, but the information referred to therein has not been considered.

## Claim Rejections - 35 USC § 102

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless -

(e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

Claims 35-45 rejected under 35 U.S.C. 102(e) as being anticipated by Weiss (US Patent #6623006).

Regarding claim 35,40: Weiss discloses a gaming machine for conducting a wagering game, comprising: a video display; a trunnion coupled to the video display; and a housing configured to receive the trunnion to permit the video display to rotate about an axis between a game play position and a maintenance position (col. 4, 1-15), (fig. 1).

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Regarding claim 36,44: Weiss discloses the gaming machine of claim 35, wherein the housing includes a trunnion support configured to receive the trunnion (fig. 1, 34,36).

Regarding claim 37,42: Weiss discloses the gaming machine of claim 36, wherein the video display includes a trunnion bracket having the trunnion disposed thereon at the axis (fig. 1, 22,28).

Regarding claim 38,43: Weiss discloses the gaming machine of claim 37, wherein the trunnion bracket includes a first hole and a second hole disposed therein (fig. 1, 33).

Regarding claim 39,45: Weiss discloses the gaming machine of claim 38, wherein the trunnion support includes a pull pin configured to project into the first hole to engage the video display in the game play position and to project into the second hole to engage the video display in the maintenance position allowing operator access to an interior area of the gaming machine (fig. 1, 44, col. 2, 23-30).

Regarding claim 41: Weiss discloses the gaming machine of claim 40, wherein the trunnion arrangement includes a trunnion coupled to the video display fig. 1, 30,32).

# Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

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(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

The factual inquiries set forth in *Graham* v. *John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

- 1. Determining the scope and contents of the prior art.
- 2. Ascertaining the differences between the prior art and the claims at issue.
- 3. Resolving the level of ordinary skill in the pertinent art.
- 4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

Claim1-8,11-16,19-25,28-32 are rejected under 35 U.S.C. 103(a) as being unpatentable over Tai (US Patent #6644611) in view of deBoer et al. (US Patent #6665175)

Regarding claim 1,28: Tai teaches a gaming machine with a trunnion mounted video display assembly, the gaming machine comprising (col. 1, 35-41): a video display assembly having a first side panel (fig. 1), the first side panel having a first hole and a second hole disposed therein; a first trunnion attached to the first side panel (fig. 1, 443); a second trunnion attached to a second side panel of the video display assembly (fig. 1, 452), the second side panel substantially parallel to the first panel; a first trunnion support configured to receive the first trunnion (fig. 1, 13), the first trunnion support coupled to an interior surface of the gaming machine; a second trunnion support configured to receive the second trunnion (fig. 1, 13), the second trunnion support coupled to the interior surface; and a pull pin mounted in the first trunnion support, the pull pin configured to project into the first hole to engage the video display assembly in a

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game play position and to project into the second hole to engage the video display assembly in a maintenance position allowing operator access to an interior area of the gaming machine (fig. 1, 441). It is well known that a computer can run games and allow a user to play different types of programs.

Regarding claim 2,14,11,19: Tai teaches the gaming machines of claim 1, except wherein the first trunnion is attached to the first side panel at a center horizontal rotating and the center vertical rotating axis of the video display assembly, and wherein the second trunnion is attached to the second side panel at the center horizontal rotating axis, the second trunnion projecting in a horizontal direction opposite the first trunnion. deBoer teaches where the trunnion is attached at the center horizontal rotating axis (fig. 1, #60). At the time the invention was made it would be a matter of obvious design choice to rotate around the center horizontal or vertical axis. The applicant has not disclose that rotating around the horizontal or vertical axis has provides an advantage or solves a certain problem It would have been obvious to one of ordinary skill in the art to locate the trunnion at the center of the horizontal or vertical rotating axis to allow easy movement of a screen, where locating the rotation at the top or bottom of the screen would accomplish the same task.

Regarding claim 3: Tai teaches the gaming machine of claim 1, further comprising a first aperture disposed in the first trunnion support, the first aperture sized to receive the first trunnion, and a second aperture disposed in the second trunnion support, the second aperture sized to receive the second trunnion (fig. 1, 13).

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Regarding claim 4,12,20,30: Tai teaches the gaming machine of claim 1, wherein the first hole is located at a calculated distance from the first trunnion, and wherein the second hole is located at the calculated distance from the first trunnion ninety degrees from the first hole (fig. 2, 22).

Regarding claim 5,13,21: Tai teaches the gaming machine of claim 4, wherein the calculated distance is based on a size of the first side panel (fig. 2, 22). It is well known that for a larger screen the distance would have to be further to support the extra weight.

Regarding claim 6,22,29: Tai teaches the gaming machine of claim 1, wherein the gaming machine further comprises a trunnion base attached to the interior surface, and wherein the first trunnion support and the second trunnion support are rigidly attached to the trunnion base (fig. 1, 40)

Regarding claim 7,15,24,31: Tai teaches the gaming machine of claim 1, wherein the video display assembly is pivoted ninety degrees around the center horizontal rotating axis after the pull pin is disengaged from the first hole to allow the pull pin to project into the second hole. It would be a matter of design choice to have the video display be able to pivoted ninety degrees as shown in deBoer. Thereby allowing more angles of viewing by a user.

Regarding claim 8,16,25,32: Tai teaches the gaming machine of claim 1, wherein the video display assembly is selected from the group consisting of a flat panel cathode ray tube assembly, a plasma display assembly, a liquid crystal display assembly and an organic liquid crystal display assembly (col. 1, 35-41).

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Regarding claim 23: Tai teaches the gaming machine of claim 19, where it is fully capable of using a bearing pocket for smooth use of the trunnion. It is well known to use a bearing for a rotating member to allow smooth movement and longevity of the moving member.

Claims 9,10,17,18,26,27,33,34 are rejected under 35 U.S.C. 103(a) as being unpatentable over Tai and deBoer as applied to claim 1 above, and further in view of Hedrick et al. (US Patent #6135884).

Regarding claim 9,17,26,33: Tai teaches the gaming machine of claim 1, except further comprising a controller, the controller operatively coupled to the video display assembly and a value input device of the gaming machine, the controller comprising a processor and a memory coupled to the processor of the controller, the controller being programmed to: detect a wager for game play at the gaming machine; cause a video image representing an outcome of the game play to be displayed on the video display assembly; and determine a value payout associated with the outcome. Hedrick teaches a gaming machine that detects a wager and gives a outcome of a game and determines a payout to that outcome. (col. 6, 6-35). It would have been obvious to one of ordinary skill in the art to combine the teachings of Tai with Hedrick so that a user using the gaming machine could input wagers and earn winnings. Giving a user a game machine that allows them to change the viewing angle.

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Regarding claim 10,18,27,34: Tai teaches the gaming machine of claim 1, except wherein the gaming machine is selected from the group consisting of a mechanical slot machine, a video slot machine, a video poker machine, a video blackjack machine, a video keno machine and a video bingo machine. Hedrick teaches a video slot machine (col. 6, 5-15). It would have been obvious to one of ordinary skill in the art to use the teaching of Tai and deBoer with the teachings of Hedrick to use a slot machine, to increase player excitement and allow them to change the viewing angle for there liking.

### Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

Udo et al. (US Patent # 4202015) discloses a trunnion mount for a display.

Lu (US Patent # 6357712) disclose a pivot for a screen.

Ku et al. (US Patent # 6266236) discloses a screen mount to allow adjustment of the screen

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Alan Cross whose telephone number is 571-272-5529. The examiner can normally be reached on 8-4 M-F.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Bob Olszewski can be reached on 571-272-6788. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

ARC 571-272-5529

ROBERT E. PEZZUTO SUPERVISORY PRIMARY EXAMINER